TABLE OF CONTENTS

THE BASICS

Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save

ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

THE BASICS

You may have seen wizardry with water buckets before, but now it's time for the magic power of the paintbrush. After he's sucked into Wasteland by the ominous Shadow Blot monster, you guide Mickey Mouse and his special Paint and Thinner abilities on an epic journey from chains in Dark Beauty Castle to the heights of Mickeyjunk Mountain. Do you have what it takes to save a world?

Before you dissolve in a Thinner bath or get flattened by a Slobber, read through the following chapter and learn basic strategies in *Disney Epic Mickey*, along with a few advanced tips for the experts-in-training. Before you know it, you'll be wielding Mickey's paintbrush like a magical Picasso.

Your Screen

You have a lot to absorb the first time you start playing *Disney Epic Mickey*. Luckily, the interface is very streamlined, and clicking around will soon become second nature. Here's a breakdown of the user interface to help you get started:

1. **Health Status:** The top left corner shows Mickey's health status. If he's smiling and you have five red health pips, you're in great shape. As you lose health pips, Mickey becomes less happy. Reach zero and you have to restart in your area. You can add more health pips later in game.
2. **Guardian Bar:** The more Paint or Thinner you use, the faster these guardian bars fill up. When you fill up one bar segment, you receive a corresponding guardian (tint for Paint and turp for Thinner). Fill a second bar and you get two guardians, followed by a third guardian if you fill the last bar.
3. **Sketches:** The top right corner keeps track of your three sketch types: TV, Anvil, and Watch. You can cycle through them or deploy them from here, and the current number available is displayed below the sketch.
4. **Thinner Capacity:** The bottom left corner indicates how much Thinner you have to use. Once you dip into a lower segment, you can't refill it without a power-up. However, the lowest segment will always refill over time so you have some Thinner available.
5. **Mickey:** Guide Mickey around in Wasteland. When you want to use the paintbrush, guide the reticle to a target on the screen and fire away.
6. **Paint Capacity:** The bottom right corner indicates how much Paint you have to use. Once you dip into a lower segment, you can't refill it without a power-up. However, the lowest segment will always refill over time so you have some Paint available.

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Your Moves

Walk

Usually, you'll want to run everywhere, but there are times when walking comes in handy. If you're crossing along a dangerous, narrow path, slow down and take each step carefully. Against a Spladoosh, it's best to walk gently and leave it sleeping, unless you want to cause a big goo explosion.

Run

Your standard mode of traveling, running gets you from point A to point B most efficiently, unless you have dangerous obstacles to avoid. In most fights, you want to keep on the move, so running around and dodging is the best option.

Jump

A small hop jumps you over short obstacles and lifts you up to short platforms. A single jump limits your hang time, which can be useful in certain circumstances, such as jumping over a pit trap without hitting a low spiked ceiling.

Double-Jump

Most of the time you jump, you'll want to perform the double-jump. The double-jump gives you the most hang time, and when combined with a running start, allows you to cross the greatest distances. A double-jump is also useful in combat to avoid enemy attacks, and, while you're in the air, you can plan where to touch down and set up your next combat maneuver.

Spin Move

This is your most useful action. Perform a spin move to smash open resources and gain power-ups. Swat enemies aside. Activate gears and levers. Extend a jump with a spin move on the end. Experiment often and you'll be rewarded with new maneuvers.

Resources

Resources are all over Wasteland in everyday objects: barrels, statues, boxes, bottles, and even more fanciful objects like suits of armor and decorative banners. These objects shimmer to signify that the resource can be shattered with your spin move. You may even spot translucent resources that can be painted to spill their contents.

Generally, resources will give you power-ups in the following order: health (pink Mickey ears to fill up health pips if you're low), Paint or Thinner (to fill up your containers if you're low), and finally, if your primary needs are all met, e-tickets.

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Paint

Blue Paint fills in translucent objects and befriends Blotling enemies if you douse them with enough of it. Paint slows down Beetleworx enemies. You can spray a burst of Paint up close, or deliver a continuous stream for as long as your capacity holds out. If you use Paint to defeat a boss, you permanently gain an extra segment in your Paint capacity.

Thinner

Green Thinner erases toon objects and dissolves Blotling enemies if you douse them with enough of it. Against Beetleworx enemies, Thinner removes their armor and leaves them vulnerable to your spin move. You can spray a burst of Thinner up close, or deliver a continuous stream for as long as your capacity holds out. If you use Thinner to defeat a boss, you permanently gain an extra segment in your Thinner capacity.

TIP

While jumping, you can spray Paint or Thinner straight down underneath you.

Download eGuide

Combat

As much as you may yearn for the peace and comfort of your bed back home, it's inevitable that you'll run into enemies in Wasteland and have to defend yourself. These various attacks will get you through enemy encounters:

Painting

Paint befriends Blotlings, so against Seers, Spatters, Sweepers, Spladooshes, and Slobbers use your blue

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

mixture to create allies. Once you transform an enemy to an ally with Paint, they fight for you against other hostile enemies. Just don't douse allies with Thinner or they become hostile again. Against Beetleworx enemies, Paint gums up their machinery and slows them down. Practice streaming Paint at long range to get a feel for how far it travels, and wash enemies from far away to avoid close combat (where most of your damage occurs).

Thinning

Thinner erases Blotlings, so against Seers, Spatters, Sweepers, Spladooshes, and Slobbers use your green mixture to eliminate them. Against Beetleworx enemies, Thinner erodes their outer shell so you can attack their vulnerable insides. Practice streaming Thinner at long range to get a feel for how far it travels, and wash enemies from far away to avoid close combat.

Spin Move

You can use the spin move offensively and defensively. Swat enemies around with the spin move and knock them back. When you're near Thinner pools or cliff edges, it's generally more efficiently to swat foes into the Thinner or over the edge to remove the threat. When enemies get too close, or try to swarm you like Bunny Children, a spin move repels the aggressors and gives you valuable space to reposition yourself.

Jumping

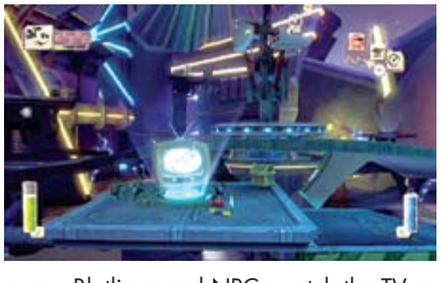
Avoid enemy attacks with frequent double-jumps. While you're in the air, you can quickly glance at open space and steer toward it on the landing. You can also jump on the head of many enemies to temporarily stun them.

Sketches

Download eGuide

You can drop your sketches anywhere to affect enemies or alter the environment to your advantage. Experiment with your sketches and see what kind of tricks you can pull off. At various points in the game, allies and resources give you more sketches.

TV



This sketch produces a TV that sits on the ground and affects any character within a small radius, until the TV fades away. Blotlings and NPCs watch the TV and ignore you. Beetleworx attack the TV and get shocked. The TV can also power up platforms that activate larger machines (such as in Tomorrow City), or a TV can be dropped to serve as a platform to increase your jumping distance.

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Anvil

When you use this sketch, an anvil appears some distance over the target and immediately falls to the ground, damaging anything underneath it. Don't forget to use the anvil to activate pressure plates and serve as a platform to increase your jumping distance.

Watch

This sketch causes everything in the world to slow down, except for you and your abilities, for a certain time. A large pocket watch appears in the air above the targeting cursor. The hands on the watch start at 12 and move clockwise. Once the hands reach 12 again, time returns to normal. It's great for battling large group of foes, slowing environmental hazards, and beating timing-based puzzles.

Guardians

The guardians represent the primal forces of Wasteland: Paint and Thinner. Guardians born of Thinner are known as "turps." They wield the power of Thinner on your behalf. Thin your environment to draw turps to you. Copious use of Paint summons "tints," the guardians representing the power of Paint in Wasteland. In either case, the more you use Paint or Thinner, the more guardians you attract.

All guardians serve as guides and protectors. On command they fly forth and show the way to the next destination or goal. They can also influence your opponents, but in very different ways: Turps will melt opposing Blotlings, while tints will make them friendly. Shake the Nunchuck to send a single guardian on the attack; shake the Nunchuck and the Remote together to send all your guardians on the attack. When guardians are used in this way they are dispelled, but new ones can always be summoned according to how you use your Paint or Thinner in the world around you.

Inert

The original fabric of Wasteland is all made of "toon." You can see toon that has been "thinned out," which you can restore. However, there is a third form of matter called "inert." Things from the "real world" that enter Wasteland are almost always made of inert, a substance that is usually muted in color and resistant to any effects from Paint and Thinner. It is not invulnerable, however, and you can shatter many weaker inert objects using your spin move.

The highest concentration of inert objects can be found at Mickeyjunk Mountain. In fact, the mountain is mostly composed of the stuff. Old and lost items representing Mickey Mouse end up here. Toys, lunch boxes, comics, and even more exotic items have entered Wasteland from the real world, and Mickey can see a library of relics spanning more than 80 years, all bearing his likeness.

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Gremlins and Pals

Gremlins and pals like Animatronic Goofy, Daisy, and Donald are among your best allies in the game. Thirty gremlins are trapped in Wasteland, each caged and hidden in remote locations. Some gremlins might be behind a toon wall, or atop a high ledge, or even inside a rotating painting. Save as many as you can, because they always offer you a pin or other resource as a reward, and if you save all 30 gremlins, you receive a special pin for your efforts. The pal quests to restore your animatronic friends require you to find each pal's missing parts to reassemble him or her. Not only do you gain a pin for your faithfulness, but you change the game's ending with each pal that you restore.

Junction Points

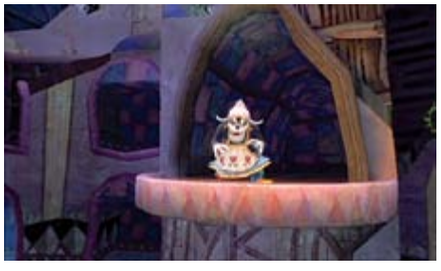
Junction Points are quests or events that influence your game's future and can be decisions such as whether you decide to defeat a boss with Paint or Thinner, the animatronic pal quests, whether you choose to help an NPC with a task or not, and other game-changing moments. Pay close attention to Junction Points so that you can guide the game toward a conclusion that will be the most satisfying for your play style.

Questing

Go out and explore the many worlds in Wasteland. There are tons of challenges, but even more moments of exhilaration as you inspire the citizens around you and save the day from the Shadow Blot's minions.

As you travel around, consult your map frequently. Each new level holds a unique map; study that map to figure out your positioning and the optimal paths through the zone. For detailed maps and step-by-step progressions through each level, see the walkthrough chapters later in this guide.

Travel between worlds in Wasteland via screen projectors. Quests frequently involve solving puzzles or aiding NPCs to open the door to an exit projector. Most projectors send you to a 2D transition level before you reach your final 3D destination.



Speak with as many NPCs as you can. Many will be allies, supplying you with helpful pieces of advice, or giving out quests. As you adventure in Wasteland, you discover the main storyline: Mickey must track down Oswald for answers so that he can eventually escape Wasteland and return home. Along the journey, you encounter many characters, some of whose quests can alter future events and the game's ending, and some whose side quests simply entertain and bolster your treasure hoard.

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Pins, Extra Content, and Film Reels

Every 3D level has hidden pins and extra content, whether it be in a red chest out in the open or a floating concept art sketch behind a toon wall. Each 2D level has a film reel that may require some serious jumping skills to capture. Turn the film reels in to the Usher at Mean Street's Cinema for special rewards, ranging from e-tickets to power sparks to cartoons that you can watch on the entry menu. Collect as many pins and extra content as you can for bragging rights.

E-tickets and Power Sparks

Think of e-tickets and power sparks as "currency." Use e-tickets to buy various objects in the shops, and services from certain NPCs. You collect e-tickets from resources and as rewards on certain quests. Gremlins will ask for power sparks to start up many of the projector screens in Wasteland. You can find some power sparks in the world, usually in secluded locations or in shops, though most of your power sparks will be earned by completing optional quests.

Shops

Each major town has a shop, such as Mean Street's Emporium. Visit shops to spend e-tickets on power-ups, pins, extra content, power sparks, and permanent upgrades. If you leave an area and then return later in the game, always check the local shop; a shop's inventory can change as the game progresses, and you will find some very interesting items if you're paying close attention.

Enemies

Wasteland enemies come in two major types: Blotling and Beetleworx. Blotlings come from the Shadow Blot and are fluid creatures. Beetleworx come from the Mad Doctor's handiwork and are robotic. Paint and Thinner affect Blotlings and Beetleworx differently.

Blotlings

Paint can befriend a Blotling, while Thinner makes it disappear. The following Blotlings are listed in the order that you encounter them in the game:

SEER

The weakest of the Blotlings, Seers are generally scouts that spot your presence and alert fellow Blotlings. On the attack, Seers roll up into a ball and try to bowl you over. Spray them at range, and when they roll toward you, jump up in the air or dodge to the side and avoid them.

SPATTER

Spatters are the most common Blotling. They usually congregate in groups, and rush forward when they catch sight of you. They cause damage with a head butt, so keep your distance and hose them down with Paint or Thinner if you want to walk away clean.

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

SWEEPER

The dangerous Sweeper has two primary attacks: a ranged bucket of Thinner and its namesake body sweep that can knock you around. Prioritize Sweepers because they can attack you both at range and up close, and the Sweeper's Thinner frequently removes toon objects, which can cause further hazards in combat.

SPLADOOSH

The Spladoosh is the easiest Blotling to deal with, as long as you treat them with a healthy dose of respect. A Spladoosh begins in a sleeping state, and only awakes if you make noise or motion next to it. If you walk carefully past it, or stay far away, the Spladoosh won't react. If you do get close, let the Spladoosh expand and then race out of its blast radius to eliminate it without taking damage yourself. Anvils also blow them up.

SLOBBER

The hardest Blotling is the Slobber with its massive claws, suction breath, and Thinner spit. The claws rake you for damage, the suction breath pulls you in closer, and its Thinner spit can hit you at range, much like the Sweeper's Thinner buckets. However, when the Slobber uses its suction breath, its mouth opens wide, and you can spray Paint or Thinner in the mouth to damage it.

Hard Enemies

Seers, Spatters, Sweepers, and Slobbers have hard versions. Later in the game, you can face tougher versions of these Blotlings, and you should be aware of the differences.

- **Seer:** Increased toughness and faster rolling speed in ball form
- **Spatter:** Increased toughness and damage to player
- **Sweeper:** Increased toughness and faster and more accurate ranged attack
- **Slobber:** Increased toughness

Beetleworx

Paint only slows a Beetleworx down, while Thinner strips its armor and exposes the inner workings to your spin move. The following Beetleworx are listed in the order that you encounter them in the game:

HOPPER

The weakest of the Beetleworx, the birdlike Hoppers bounce around and peck at you. They have good mobility, so maintain better position first and foremost while defending. Coat the outer shell with Thinner to expose its vulnerable insides and spin move to defeat it.

SPINNER

Spinners have a wide arc of cutting buzz saws, so it's best to give them wide berth. When you have to get in close, double-jump to the flank and try to position yourself at its rear. As with the Hopper, spill Thinner on the Spinner's armor to expose a weakness. When the Spinner flips over, avoid any sharp protrusions and spin move to short-circuit it.

TABLE OF CONTENTS
THE BASICS
Your Screen
Your Moves
Paint
Thinner
Combat
Sketches
Guardians
Gremlins and Pals
Questing
Pins, Extra Content, and Film Reels
Shops
Enemies
Auto-Save
ENTERING WASTELAND
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

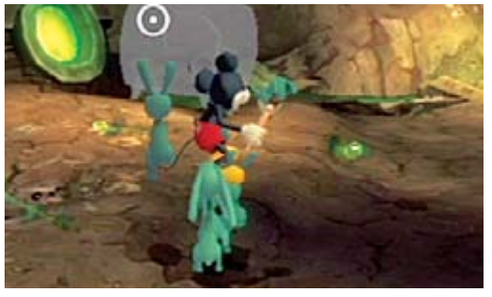
TANKER

The toughest of the Beetleworx to defend against, the Tanker attacks with a potent punch and both a Paint and Thinner cannon. Its cannon can have unforeseen consequences on the environment, because it vanishes toon objects it hits with Thinner and restores objects it strikes with Paint. Take these enemies out first on the battlefield with the standard Thinner and spin move combination.

BASHER

Avoid the long reach of the Basher, which is more likely to cut you to pieces if you aren't careful. Bashers move about quickly, so you won't have as much time to position yourself against other enemies. Rely on Thinner at range to strip its armor down, then dodge or double-jump to avoid its attack and counterstrike.

Bunny Children



Neither Blotling or Beetleworx, the Bunny Children are annoying creatures unto themselves. They move around in packs, but don't damage you directly. Rather, they swarm around you, which slows you down. If enough of them gather, they pick you up and carry you toward the nearest hazard (usually a Thinner pool). Swat them away with a spin move. A well-positioned TV draws their attention and gives you time to escape.

Auto-Save

Remember that *Disney Epic Mickey* auto-saves at certain key moments during the level. If you quit or have to restart, double check your quest status to make sure you have everything you had before the restart. You don't want to accidentally move on without completing something you thought you completed earlier. The good news is that no matter the circumstances, you always remain on your current level, so you can always finish the task.

Download eGuide

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
Wasteland and Its Worlds
Critical Path and Side Quests
Junction Points
Maximizing Your Resources
Collecting Extras
Playthroughs
How to Use the Walkthroughs
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

ENTERING WASTELAND

Dragged into Wasteland by the mysterious Shadow Blot creature, Mickey enters a world filled with forgotten cartoons and dangerous creations that were formed due to his earlier mistake in the magical workshop. Playing as Mickey, you must guide him from sinister worlds like Dark Beauty Castle to twisted worlds like Mickeyjunk Mountain and finally to a confrontation with the Shadow Blot itself.

Wasteland and Its Worlds

The main worlds in *Disney Epic Mickey*, such as Gremlin Village and Tomorrow City, are primarily filled with 3D levels, where you can talk to NPCs, complete quests, and rely on Mickey's Paint and Thinner abilities to navigate the many surprises and obstacles.

When you jump through a projector screen to reach another world, you first arrive in a 2D transition level. These 2D levels are side-scrolling adventures (either horizontally or vertically) and rely on Mickey's jumping and acrobatic skills (plus some puzzling out) to scoop up lots of e-tickets and gain each level's film reel on the way to the exit screen into another 3D level.

For a list of all worlds and levels, see the "World Progression" sidebar at the end of the chapter.

Critical Path and Side Quests

Download eGuide

As you adventure in Wasteland, you'll slowly discover the main storyline: Mickey must track down Oswald for answers so that he can eventually escape Wasteland and return home. Along the journey, you will encounter many characters, some of whose quests can alter future events and the game's ending, and some whose side quests simply entertain and bolster your treasure hoard.

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
Wasteland and Its Worlds
Critical Path and Side Quests
Junction Points
Maximizing Your Resources
Collecting Extras
Playthroughs
How to Use the Walkthroughs
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Junction Points

Each time you meet a quest or event that influences your game future, we'll call these out in the walkthrough chapters as "Junction Points." Junction Points can be decisions such as whether you defeat a boss with Paint or Thinner, whether you help an NPC with a task or not, and other game-changing moments. Pay close attention to Junction Points so that you can guide the game toward a conclusion that will be the most satisfying for your play style.

Maximizing Your Resources

You can use your spin move on many objects around Wasteland to uncover power-ups. Everything from barrels, plants, banners, statues, and more can be a resource, so smack things on a regular basis to see what you find. You may even spot translucent resources that can be painted to spill their contents. Generally, resources will give you power-ups in the following order: health (pink Mickey ears to fill up health pips if you're low), Paint or Thinner (to fill up your containers if you're low), and finally, if your primary needs are all met, e-tickets.

Collecting Extras

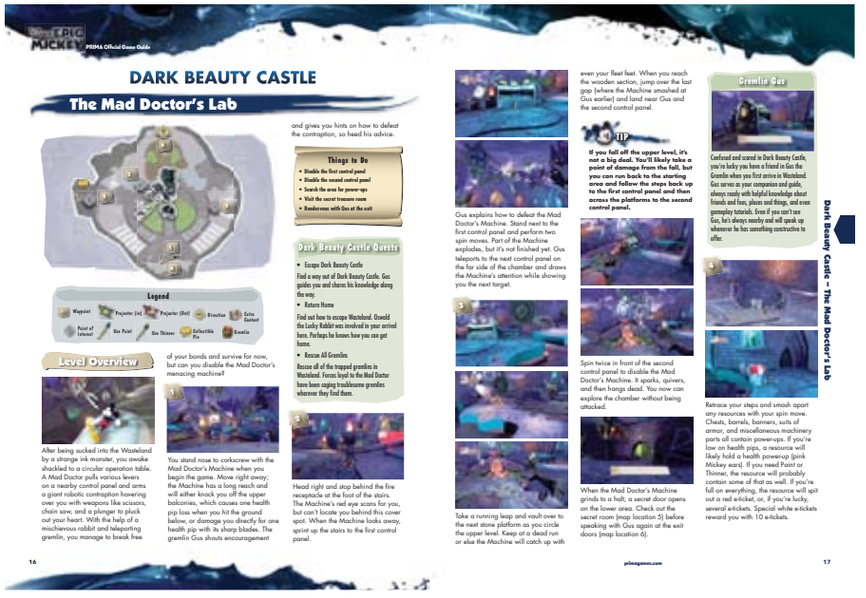
Besides completing quests to eventually bring Mickey home, you should also collect as many pins, film reels, concept art, and cartoons as you can find. Not only are they fun to look at, but some have effects on the game. By saving the 30 gremlins in the game, for example, you earn a special pin, but you also uncover a lot more of the hidden places in *Disney Epic Mickey*. Once you reach Mean Street, you gain a direct benefit by turning in film reels to Usher at the Cinema, so pick up as many as you can.

Playthroughs

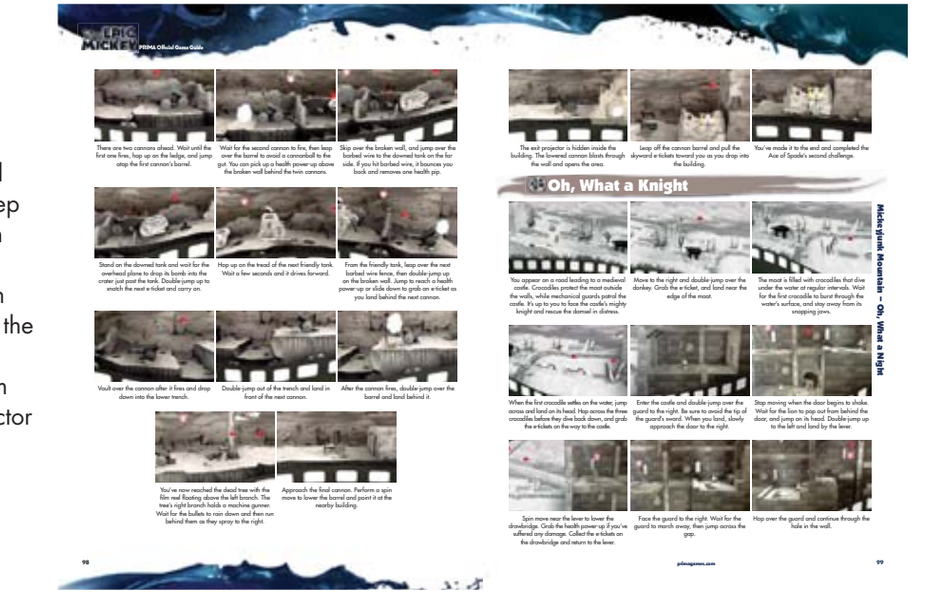
Disney Epic Mickey is so, um, epic that you can't complete everything in a single playthrough. It will probably take you three playthroughs to gain all the pins, film reels, concept art pieces, and cartoons. Play through the game once using primarily Paint, then play through using primarily Thinner and you'll experience a whole different set of events, including a different ending. After you complete your first playthrough, make notes on the important Junction Points and, in your second playthrough, make sure you do the opposite the second time around. For example, if in the first playthrough, you chose to retrieve Small Pete's ship log and gained a free pass through the Colosseum (and a trip into the treasure room!), skip the ship log in your second playthrough and you'll fight dozens of enemies in the Colosseum arena. After two playthroughs you should have nearly every reward, and your third playthrough should pick up the few missing stragglers.

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
Wasteland and Its Worlds
Critical Path and Side Quests
Junction Points
Maximizing Your Resources
Collecting Extras
Playthroughs
How to Use the Walkthroughs
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

How to Use the Walkthroughs



Each 3D level comes with a map labeling important points of interest, where to use Paint and Thinner, hidden pins and extra content, projector screen locations, and more. The map also numbers the most logical route through the level; follow the numbers and read the corresponding text and screens for strategies on how to overcome each obstacle. A "Things to Do" scroll at the beginning of each walkthrough quickly outlines your main tasks on the level. We also begin each section with a list of available quests in that area. Because many quests can be performed in any order you choose, we always list them alphabetically. Sidebars draw your attention to key elements of the level, such as Junction Points, enemies, bosses, gremlins, pins, extra content, and optional quests. If you read an entire walkthrough section, you should have no trouble finding everything in the level, from the fastest path to the exit projector screen to the craziest hidden item.



For 2D levels, it's much easier. The 2D levels look like film reel–themed pages and show you the step-by-step progression through the level. Each screenshot captures an important action on the level, and the caption below explains what to do. Follow the screenshots and captions to collect every e-ticket and the important film reel on your way toward the projector screen exit.

Download eGuide

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
Wasteland and Its Worlds
Critical Path and Side Quests
Junction Points
Maximizing Your Resources
Collecting Extras
Playthroughs
How to Use the Walkthroughs
DARK BEAUTY CASTLE
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

World Progression

Once you get the projector screens working in Wasteland, jumping back and forth between worlds is a snap. With so many quests and so many talkative NPCs, the whirlwind of activity may quickly have you seeing those little birdies spinning around your head. To help set you on the best path through Wasteland, here's a list of the levels in the order you'll most likely encounter them:

Dark Beauty Castle

- The Mad Doctor's Lab
- Utilidor III
- Castle Entrance
- Mickey and the Beanstalk (2D level)

Gremlin Village

- Slalom
- Ticket Booth
- Jungle Boat Ride
- Asian Boat Ride
- Steamboat Willie 1 (2D level)
- World of Gremlins
- Clock Cleaners 1 (2D level)
- World of Gremlins (outside of tower)
- Steamboat Willie 2 (2D level)
- Clock Cleaners 2 (2D level)
- European Boat Ride
- Steamboat Willie 3 (2D level)
- The Clock Tower

Mean Street and OsTown

- Mean Street
- Thru the Mirror (2D level)
- OsTown
- Mickey's Steamroller (2D level)

Mickeyjunk Mountain

- The Heaps
- Alpine Climbers 1 (2D level)
- The Piles
- Alpine Climbers 2 (2D level)
- Mt. Osmore: Slopes
- Mt. Osmore: Caverns
- Trolley Trouble (2D level)
- Great Guns (2D level)
- Oh, What a Knight (2D level)
- OsTown
- Mean Street
- Plutopia 1 (2D level)

Tomorrow City

- Notilus
- Mickey's Mechanical Man 1 (2D level)
- Tomorrow City Lagoon
- Great Big Tomorrow
- Plutopia 2 (2D level)
- Tomorrow City Square
- Mickey's Mechanical Man 2 (2D level)
- Space Voyage
- Petetronic
- Mean Street
- Jungle Rhythm 1 (2D level)

Pirates of the Wasteland

- Ventureland
- Castaway 1 (2D level)
- Tortooga
- Jungle Rhythm 2 (2D level)
- Jungle
- The Whalers (2D level)
- Tortooga
- Castaway 2 (2D level)
- Pirate Voyage
- Shanghaied (2D level)
- Skull Island
- The Jolly Roger
- Ventureland
- Mean Street
- Lonesome Ghosts 1 (2D level)

Lonesome Manor

- Bog Easy
- Lonesome Ghosts 2 (2D level)
- Manor House
- Mad Doctor 1 (2D level)
- Foyer
- Haunted House 1 (2D level)
- Stretching Room
- Mad Doctor 2 (2D level)
- Library
- Haunted House 2 (2D level)
- Ballroom
- Haunted House 3 (2D level)
- Mad Doctor's Attic

Beating the Blot

- Bog Easy
- Mean Street
- OsTown
- Mt. Osmore Caverns
- Ye Olden Days (2D level)
- The Shadow Blot
- OsTown
- Mean Street
- Ventureland
- Bog Easy
- Tomorrow City
- Space Voyage
- The Mad Doctor's Lab
- Sleeping Beauty (2D level)
- Throne Room
- Fantasia 1 or Fantasia 2 (2D levels)
- Fireworks Control Tower
- Utilidor IV
- Sorrow Tower
- Fantasia 3 (2D level)
- Grief Tower
- Fantasia 4 (2D level)
- Loss Tower
- Utilidor VII
- Inside the Blot

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

DARK BEAUTY CASTLE

The Mad Doctor's Lab

Legend

Waypoint · Projector (in) · Projector (Out) · Direction · Extra Content · Point of Interest · Use Paint · Use Thinner · Collectible Pin · Gremlin

Level Overview

After being sucked into the Wasteland by a strange ink monster, you awake shackled to a circular operation table. A Mad Doctor pulls various levers on a nearby control panel and arms a giant robotic contraption hovering over you with weapons like scissors, chain saw, and a plunger to pluck out your heart. With the help of a mischievous rabbit and teleporting gremlin, you manage to break free of your bonds and survive for now, but can you disable the Mad Doctor's menacing machine?

You stand nose to corkscrew with the Mad Doctor's Machine when you begin the game. Move right away; the Machine has a long reach and will either knock you off the upper balconies, which causes one health pip loss when you hit the ground below, or damage you directly for one health pip with its sharp blades. The gremlin Gus shouts encouragement and gives you hints on how to defeat the contraption, so heed his advice.

Things to Do

- Disable the first control panel
- Disable the second control panel
- Search the area for power-ups
- Visit the secret treasure room
- Rendezvous with Gus at the exit

Dark Beauty Castle Quests

- Escape Dark Beauty Castle

Find a way out of Dark Beauty Castle. Gus guides you and shares his knowledge along the way.

- Return Home

Find out how to escape Wasteland. Oswald the Lucky Rabbit was involved in your arrival here. Perhaps he knows how you can get home.

- Rescue All Gremlins

Rescue all of the trapped gremlins in Wasteland. Forces loyal to the Mad Doctor have been caging troublesome gremlins wherever they find them.

Head right and stop behind the fire receptacle at the foot of the stairs. The Machine's red eye scans for you, but can't locate you behind this cover spot. When the Machine looks away, sprint up the stairs to the first control panel.

Download eGuide

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Gus explains how to defeat the Mad Doctor's Machine. Stand next to the first control panel and perform two spin moves. Part of the Machine explodes, but it's not finished yet. Gus teleports to the next control panel on the far side of the chamber and draws the Machine's attention while showing you the next target.

Take a running leap and vault over to the next stone platform as you circle the upper level. Keep at a dead run or else the Machine will catch up with even your fleet feet. When you reach the wooden section, jump over the last gap (where the Machine smashed at Gus earlier) and land near Gus and the second control panel.

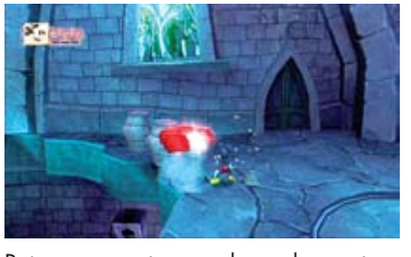
If you fall off the upper level, it's not a big deal. You'll likely take a point of damage from the fall, but you can run back to the starting area and follow the steps back up to the first control panel and then across the platforms to the second control panel.

Spin twice in front of the second control panel to disable the Mad Doctor's Machine. It sparks, quivers, and then hangs dead. You now can explore the chamber without being attacked.

When the Mad Doctor's Machine grinds to a halt, a secret door opens on the lower area. Check out the secret room (map location 5) before speaking with Gus again at the exit doors (map location 6).

Gremlin Gus

Confused and scared in Dark Beauty Castle, you're lucky you have a friend in Gus the Gremlin when you first arrive in Wasteland. Gus serves as your companion and guide, always ready with helpful knowledge about friends and foes, places and things, and even gameplay tutorials. Even if you can't see Gus, he's always nearby and will speak up whenever he has something constructive to offer.



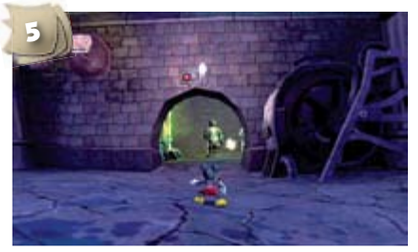
Retrace your steps and smash apart any resources with your spin move. Chests, barrels, banners, suits of armor, and miscellaneous machinery parts all contain power-ups. If you're low on health pips, a resource will likely hold a health power-up (pink Mickey ears). If you need Paint or Thinner, the resource will probably contain some of that as well. If you're full on everything, the resource will spit out a red e-ticket, or, if you're lucky, several e-tickets. Special white e-tickets reward you with 10 e-tickets.

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Use spin moves on all the machinery on the Mad Doctor's stage and fill up on power-ups and e-tickets.

Continue around the chamber looking for any resources that will give you more e-tickets, which you'll save up to spend on valuable items later. On the lower level, watch that you don't step in the Thinner stream that clogs up a quarter of the area.

5



Enter the secret room unlocked from the Mad Doctor's Machine's demise. Pick up more e-tickets from the suits of armor and chest on the right side.

The red chest in the back corner holds a Bronze Pin, your first of 105 pins if you want to collect them all. Most pins are unique and commemorate specific events or places.

On your way out of the secret room, grab the Extra Content doodle from between the two large statues. This unlocks "The Mad Doctor's Lab II" content.

6

Scour the chamber one last time for anything you missed. When you're happy that you've exhausted all resources, return to the Gus and the exit doors. He trains you to properly use Paint and Thinner.

Download eGuide

Bronze Pin and Mad Doctor's Lab II Extra Content

After you defeat the Mad Doctor's Machine, search the secret treasure room for your first Bronze Pin and your first extra content (Mad Doctor's Lab II). You have 19 more Bronze Pins to go, and 49 pieces of extra content, if you want to collect them all.

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Utilidor III

Level Overview

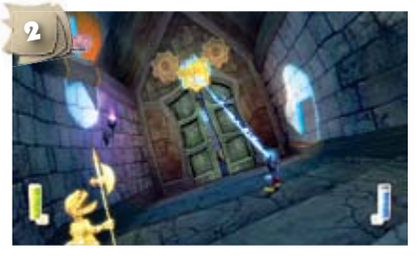
Outside the first chamber, Gus teaches you the basic ins and outs of working with Paint and Thinner. You learn to paint in gears, remove Paint to collapse floors and doors, and navigate Wasteland with a flick of your brush. After the tutorial, you should be ready to face the foes in the next area.

Gus explains how to work with Paint and Thinner in the corridor outside the Mad Doctor's chamber. Practice spurting and spraying your blue and green mixtures on the wall targets and the three obstacles that block your path. Don't worry about using too much Paint or Thinner; the suits of armor and barrels scattered down the corridor provide plenty of extra resources.

Things to Do

- Learn how to use Paint
- Learn how to use Thinner
- Bypass the three obstacles

Paint the middle gear above the closed door to open the lock.



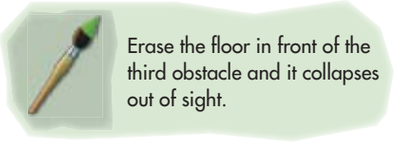
Download eGuide

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

At the first door, you learn to use Paint. In Wasteland, painting is a powerful tool; it can create objects, start up machinery, befriend enemies, and more. Look above the door and you'll see a translucent gear slightly below and between the two visible gears. Use Paint to fill in the translucent gear and the door will open.

Remove the painted door frame to drop the second door.

At the second door, Gus gives you a lesson on Thinner. Use Thinner to erase certain painted objects, reveal secret areas, stop machinery, vanish enemies, and more. The frame holding the second door in place is made with cartoon Paint. Use Thinner to remove that Paint and the door falls, bridging the pool of Thinner blocking your way. Hop over the door and into the final area.



Erase the floor in front of the third obstacle and it collapses out of sight.

Your path appears to be a dead end. Fortunately, you control a magical brush that can produce quite a few tricks. Here we'll use both Thinner and Paint. First, thin out the floor so that the rock and wall behind it collapse into the magically vanished spot. Next, restore the floor again with Paint and the corridor is back to normal, minus the dead-end wall.

March over the newly fashioned floor and into the final area. With the knowledge of Paint and Thinner, you can now face off against some of Wasteland's enemies.

Download eGuide

Castle Entrance

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Level Overview

You run into your first Blotlings in the Castle Entrance. A pair of Seers tries to roll you flat as a cartoon pancake while you dance around the courtyard. Deal with the Seers while you befriend Gremlin Calvin and figure out a way to open the large portcullis that seals the Dark Beauty Castle exit.

When you enter the Castle Entrance, you spot the Dark Beauty Castle exit on the far side; unfortunately, the way out is barricaded by a huge portcullis. You must free Gremlin Calvin and spin two gears on the upper balconies to open the portcullis.

Things to Do

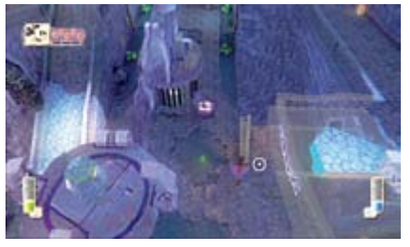
- Beat the two Seers
- Free Gremlin Calvin
- Gain the Gold Pin
- Learn about blue guardians (tints)
- Spin the first portcullis gear
- Learn about green guardians (turps)
- Spin the second portcullis gear
- Search the area for power-ups
- Retrieve the Dark Beauty Castle Pin
- Retrieve the Dark Beauty Castle I extra content
- Complete the "Escape Dark Beauty Castle" quest by exiting through the projector screen

TIP

Paint or Thinner? Enemies can be defeated by either mixture. With enough Paint, you can turn an enemy into an ally who will fight other enemies for you. Thinner, on the other hand, erases the enemy completely. It's really a matter of your play-style preference, and, remember, the more Paint or Thinner you use, the quicker the matching guardian bar will fill up.

First, though, you have to deal with a new enemy: the Seer. As soon as you set foot in the main courtyard, a Seer spots you and calls forth a partner from a large pipe to your right. See the "Enemy: Seer" sidebar for more details on your first Blotling foe. Use Paint to befriend the Seers, Thinner to erase them, or a combination of both to use one Seer to eliminate the other.

After you defeat the Seers, approach the columned structure in front of the portcullis and hop on the short, bejeweled platform alongside it.



Stepping on this platform activates the machinery holding Gremlin Calvin's cage. Spin three times to lower the cage to the ground.

Enemy: Seer

A Seer looks like a giant eyeball with two legs that fold in when the Seer lowers to the ground and rolls. It tries to damage you by rolling over you. Once a Seer begins a roll, it heads in a straight line, which you can dodge easily or jump over if you're not caught by surprise. Alone, a Seer isn't that dangerous; however, a Seer's true strength lies in its ability to spot you at a distance and alert reinforcements to your presence.

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Gremlin Calvin

Calvin is trapped in his cage high up inside a mechanized claw. Jump on the pink glowing platform and spin three times to drop the claw to the ground. Perform a spin move to shatter the cage and release Calvin. Don't go for the chest inside the columned structure or you won't be able to release Calvin.

Avoid the chest on the pressure plate inside the columned structure. If you go for the reward, you won't be able to rescue Gremlin Calvin.

Head over to Calvin's cage and spin to shatter it to pieces. Calvin rewards you with a Gold Pin, and you can now seek out the two gears on the balconies above you to open the exit gate.

Remove the collapsed stone on the balcony turn to reach the upper level.

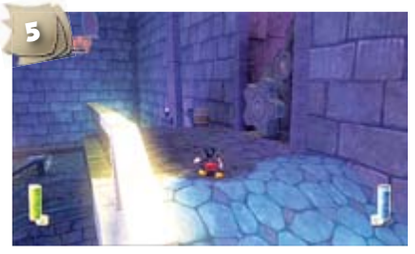
If you're facing the portcullis, head to the ramp on your left. At the first turn, several chunks of collapsed stone block the path. Pull out your brush and spray green Thinner to clear the way. Search the chest and barrels behind the stone for more power-ups.

On the next ramp Gus explains guardians to you. You summon guardians by using Paint or Thinner in the world around you. One blue guardian (tint) appears if you fill one of the bars beneath your health pips. Use more Paint to fill two bars, and two blue guardians circle around you. Fill all three bars for three guardians. The guardians stay until you activate them or until you use enough of the opposite mixture to reduce the guardian bars.

Fill in the upper balcony holes to safely traverse to the first portcullis gear.

In this section, the balcony has large holes that are challenging to cross. If you paint as you move along, it's much easier to cross without a damaging fall to the floor below.

Continue painting a safe path until you reach the first portcullis gear.



A spin move activates the first portcullis gear. Now seek out the second gear to completely open the gate.

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide

Dark Beauty Castle Pin

You can retrieve the Dark Beauty Castle Pin in the Castle Entrance area at any time. Look for the lit door on the left wall as you first enter the courtyard. Wash down the door with Thinner and open the chest hidden behind the door for the pin.

Take a running leap off the balcony near the first gear and double-jump down to the next balcony. Raid the resources nearby to fill up on health pips, Paint, Thinner, and e-tickets.

Continue along the balcony and Gus tells you about green guardians (turps). After you learn about those

guardian spirits, solidify the balcony with more Paint and continue.

Near the end of the long straightaway, jump over the small gap and land near the blocked stone. This stone cannot be removed with Thinner, but you can use Thinner on the floor beneath it to make the stone fall away.

Instead, hop up on the balcony railing and carefully inch to the rock outcropping. Double-jump over the rock and land on the far side of the balcony.

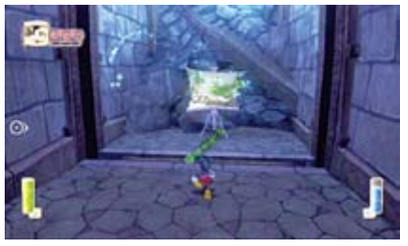
At the corner, you face another rock obstruction that can't be removed with Thinner. Again, use Thinner on the floor beneath the rocks or hop up on the railing and jump to the other side. Don't jump too far or you'll fall through the unpainted floor.

Fill in the floor with Paint and cross to the second portcullis gear. Spin once to activate the gear and raise the exit gate.

With the portcullis out of the way, you now have a clear path to your first projector screen. Gus explains that projector screens operate like portals to other worlds. Jump through one and you exit the current location and enter a new one, which can be either a 2D level or a 3D level. The Castle

TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Download eGuide



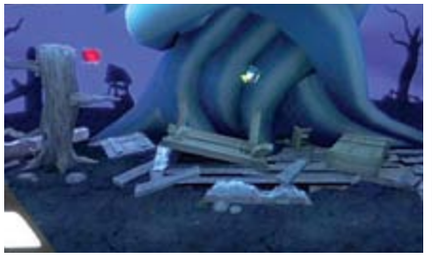
Entrance projector screen sends you to "Mickey and the Beanstalk," your first 2D level.

Extra Content: Dark Beauty Castle I

If you're facing the portcullis, the Dark Beauty Castle I extra content is hidden under the left ramp. Walk to the foot of the ramp and coat the area in Thinner to find the special item floating underneath the ramp.

Mickey and the Beanstalk

You have escaped Dark Beauty Castle, but now you start the epic "Return Home" quest and climb to the top of a giant beanstalk.

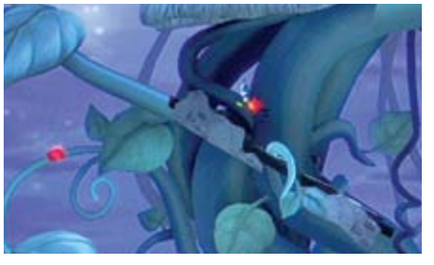


Run forward and jump to snatch the first e-ticket. Vault up on both branches of the dead tree to gain the next two e-tickets.

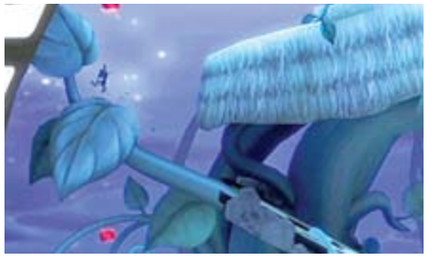
Leap over to the beanstalk and hop up the diagonal stem to gain the string of e-tickets.

Wait for the first bed to lower and jump onboard.

As the bed springs up, collect the hanging e-ticket above and then flip over to the beanstalk again.



Race up the next beanstalk stem and hop up on the far leaf.



Double-jump to reach the e-ticket above you.

Run and double-jump to reach the roof spread out on the next set of stems.

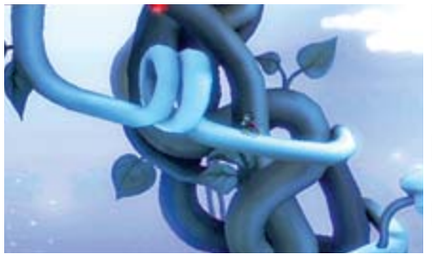
TABLE OF CONTENTS
THE BASICS
ENTERING WASTELAND
DARK BEAUTY CASTLE
The Mad Doctor's Lab
Utilidor III
Castle Entrance
Mickey and the Beanstalk
GREMLIN VILLAGE
MEAN STREET AND OSTOWN
MICKEYJUNK MOUNTAIN
TOMORROW CITY
PIRATES OF THE WASTELAND
LONESOME MANOR
BEATING THE BLOT
APPENDIX

Drop down through the roof's chimney hole.

Walk out on the stem ledge and collect your first film reel. Naturally, it's "Mickey and the Beanstalk." All future 2D levels contain a self-titled film reel. Collect them all to help you later in the game.

Return to the chimney and jump back up. Collect another e-ticket as you climb higher.

Double-jump up on the next leaf and gather e-tickets as you spring back to the left to land on the main stem cluster.



Run and double-jump on top of the twin coil in the middle of your current stem.

Wait for the second bed to swing toward you and jump onto the mattress.

As the bed swings close to the highest leaf, double-jump to reach safety.

If you want more e-tickets, jump off the leaf's left side and suck up a string of e-tickets on your way down.

Land on the small leaf below and wait for the bed again to circle back up to the top.

Return to the highest leaf and execute a well-timed double-jump to reach the clouds. Hit your second jump while at the height of your first jump to land on clouds and not on stems below.

If you have a healthy dose of e-tickets in pocket and your film reel, jump through the projector screen to enter Gremlin Village.

Download eGuide